

ONLY  
FOR



NINTENDO  
GAMECUBE.

# SONIC GEMS™

COLLECTION

**3 Must-Have Hits!**  
Including SONIC CD!  
+ 6 Bonus Games!



EmuMovies

SEGA

EVERYONE



CONTENT RATED BY  
ESRB

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

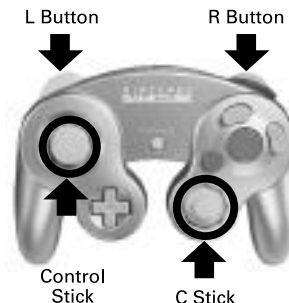
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

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**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.



THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.



LICENSED BY



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Thank you for purchasing Sonic Gems Collection™. Please note that this software is designed for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.



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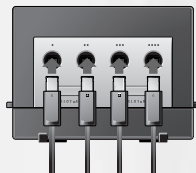
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While the games in this collection have retained the original form of their respective platforms, minor graphical modifications have been made.

# SETTING UP

## ●●● HARDWARE SETUP ●●●

Sonic Gems Collection™ contains a collection of games playable by one to four players. Connect the Nintendo GameCube™ Controller(s) to Controller Socket 1, 2, 3, and 4 depending on the number of players.



## ●●● MEMORY CARD ●●●

Sonic Gems Collection™ is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved.

When you start the game, the game will look for existing file(s) of this game. If there is no Memory Card inserted in Slot A, the game will warn you and ask if you would like to proceed without saving.

If the Memory Card does not contain a Setting Data of this game, you will have a choice of creating the data or starting the game without creating the data.

Please refer to the Nintendo GameCube™ booklet (pages 18-20) for directions on how to format and erase Memory Card files.

## ●●● SAVE FILES ●●●

There are four types of files for Sonic Gems Collection™, and a maximum of 11 files can be stored per Memory Card, depending on the number of Blocks available on your card. Note that the only data being automatically saved is the Setting Data; other game data must be saved manually.

**NOTE:** The Setting Data is autosaved only if the data is loaded on entering this game at the Title Screen.

- ✧ **SETTING DATA (2 BLOCKS)** \*one per Memory Card  
Game logs, unlocked contents, and game data for Sonic CD.
- ✧ **SONIC F: SYSTEM FILE (4 BLOCKS)** \*one per Memory Card  
Game settings and records for **Sonic The Fighters**.
- ✧ **SONIC R: GAME DATA (4 BLOCKS)** \*one per Memory Card  
Characters, course, and records for **Sonic R**.
- ✧ **OTHER GAME DATA (27 BLOCKS / PER GAME)**  
Saved games of Game Gear and other bonus games.

# STARTING THE GAME

## ●●● MENU CONTROLS ●●●

The first menu screen you will access is the Main Menu. Use the following controls during any menu screens to navigate and access each area.



<b>Control Stick / + Control Pad</b>	SELECT ITEM / SCROLL
<b>A Button</b>	ENTER SELECTION
<b>B Button</b>	CANCEL / PREVIOUS SCREEN

## ●●● GAMES ●●●

Select **GAMES** from the Main Menu to enter the Game Menu. To start a game, select a title of your choice and press the A Button. Games listed as ??? will be unlocked once you clear certain requirements.



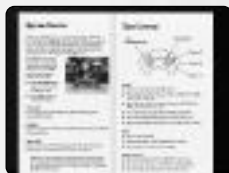
### ◆ GAME REFERENCE SCREEN

Details of each game are displayed when you select a game. Move the Control Stick Up/Down to scroll the screen to view all of the information. Press the A Button to start the game.



## ●●● MANUALS ●●●

Select **MANUALS** from the Main Menu to enter the Manual Menu. Select a title then press the A Button to access the original game manual from its original platform. Use the following controls to browse the manual.



<b>Control Stick / + Control Pad</b>	MOVE PAGE
<b>C Stick (Left/Right)</b>	PREVIOUS PAGE / NEXT PAGE
<b>L Button / R Button</b>	ZOOM OUT / ZOOM IN

## ●●● MUSEUM ●●●

Select **MUSEUM** from the Main Menu to access your growing collection of Sonic artwork, movie, music, and more! When a new item is unlocked, you will receive a message on entering the Museum. To open an item, move the selection and press the A Button. To view an illustration, use the following controls.



<b>Control Stick / + Control Pad</b>	MOVE ILLUSTRATION
<b>C Stick (Left/Right)</b>	PREVIOUS ITEM / NEXT ITEM
<b>L Button / R Button</b>	ZOOM OUT / ZOOM IN

### ◆ AUDIO PLAYER

Once you meet certain requirements, you can listen to soundtracks of your favorite Sonic games! The Audio Player will become available when you unlock your first track – press the Y Button to open and close the player, move the Control Stick Left/Right to select the track, press the A Button to play and the B Button to stop the music.



## ●●● EXTRAS ●●●

Select **EXTRAS** from the Main Menu to enter the Extras Menu. **HINTS** are list of secret commands and other useful tips that become available based on your progress. **CREDITS** lists the staff that made this game possible.



## ●●● GG SCREEN MODE ●●●

You can play the Game Gear® games either in a standard size or a smaller (Game Gear) size screen. Move the C Stick Up/Down to toggle the screen during the game. Please note that the screen mode cannot be enlarged to standard size during a two-player split-screen game in **Sonic Drift 2**.



## ●●● PAUSE MENU ●●●

Press the Z Button during a game to access the Pause Menu with the following options. Please note that this menu is not available for **Sonic The Fighters**, **Sonic CD**, and **Sonic R**.



### ◆ RESUME

Continue on with the current game.

### ◆ RESET GAME

Reset the current game – start over from the Title Screen.

### ◆ QUICK SAVE GAME

Temporarily save the current game progress.

### ◆ QUICK LOAD GAME

Load a temporarily saved game.

### ◆ SAVE GAME DATA

Save the current game (up to 8 different games).

### ◆ LOAD GAME DATA

Load previously saved Game Data (must be a data of the game you are currently playing).

### ◆ VIEW HINTS

Secret commands and other information based on your progress.

### ◆ EXIT

Quit the current game and return to the Game Menu.



## ●●● SYSTEM FILE ●●●

On loading **Sonic The Fighters**, the game will look for existing Sonic The Fighters SYSTEM FILE from the inserted Memory Card. If you are playing for the first time, it is a good idea to create SYSTEM FILE from the **OPTIONS – SYSTEM** to store your settings and records of the game.



## ●●● MAIN MENU ●●●

Press START/PAUSE during the demo screen to enter the Title screen with the following options. To return to the demo, press the B Button.



### ◆ ARCADE MODE

Single player mode against CPU characters.

### ◆ VS. MODE

Two-player mode between you and a friend. The second player can always enter the game in the middle of a single player game (Arcade Mode) by pressing START/PAUSE for a two-player (VS. Mode) match.

### ◆ OPTIONS

Change various game settings. Also check your fight records, and save or load your SYSTEM FILE. \*Details on P.14 & 15.

### ◆ RETURN

Quit the game and return to the Game Menu.

**You are notified whenever you attempt to exit the game without saving the latest settings and records. Select "YES" to save (overwrite) the SYSTEM FILE before returning to the Game Menu of Sonic Gems Collection.**

## ●●● CHARACTER SELECTION ●●●

Select **Arcade Mode** or **VS. Mode** from the Main Menu and enter the Character Select screen. Move the Control Stick to select a character for the fight. The **AUTOMATIC/MANUAL** control option will also be decided here if you have turned on this setting from the **OPTIONS – Game Settings** (P.14).



## ●●● GAME DISPLAY ●●●

### ① TIMER

Remaining time of the current round.

### ② ENERGY GAUGE

Gauge will decrease when character takes damage.

### ③ NAME

Name of the character.

### ④ MATCH COUNTER

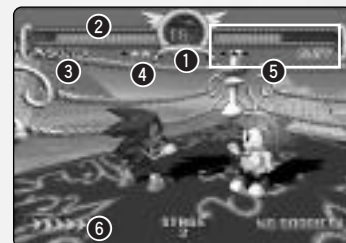
Number of rounds you won in the current Match – one star per victory.

### ⑤ OPPONENT'S INFO

CPU's or Player 2's information.

### ⑥ BARRIER COUNTER

Number of Barriers remaining.



## ●●● PAUSE MENU ●●●

Press START/PAUSE during a match to pause and access the following options. Press START/PAUSE again to resume your current fight.



### ◆ RETURN TO MAIN MENU

Quit the match and return to the Main Menu of this game.

### ◆ RETURN TO CHARACTER SELECT

Quit the match and return to the character selection screen.

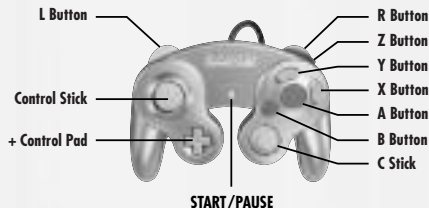
### ◆ COMMANDS (for your character)

List of commands for the character(s) currently played.

## ●●● DEFAULT CONFIGURATION ●●●

Here are the default button settings for **Sonic The Fighters**. The control settings can be modified from **OPTIONS – CONTROL**.

\*Chart below represents the configuration of **TYPE A** setting.



BUTTONS	MENU SCREEN	MATCH
Control Stick	Move Cursor	Control Character
A Button	Enter	Punch (P)
B Button	Back / Enter	Barrier (B)
X Button	-NOT USED-	Kick (K)
Y Button	-NOT USED-	B+K
Z Button	-NOT USED-	P+K+B
L Button	-NOT USED-	P+B
R Button	-NOT USED-	P+K
START/PAUSE	Start Game	Pause Menu

## ●●● COMMON ACTIONS ●●●

↑	JUMP
↓	CROUCH *not for all characters
→ / ←	QUICK MOVE (forward/back)
↔	RUN
P+K+B	DODGE
Close-up P+K+B	BEHIND-THE-BACK
Thrown in Air P+K+B	SAFE LANDING
On the Ground → / ←	GET UP (front/back)
On the Ground ↑ / ↓	ROLL & UP (either side)
← P+K *One Barrier Required	START HYPER MODE

White Arrow: Tap / Black Arrow: Hold / +: Press Simultaneously

## ●●● SONIC ●●●



SPIN ATTACK	↓ P
QUICK TOSS	↑ P
SPIRAL SPIN ATTACK	↕ ↕ P
DASH SPIN ATTACK	In Run P
HEAD SPIN ATTACK	Close-up P+B
DIZZY SPIN ATTACK	Close-up ↕ ↕ ↕ ↕ P+B
SPIN DIVE	↑ P
DODGING SPIN ATTACK	P+K+B P

## ●●● TAILS ●●●



PROPELLER DASH	P+K
PROPELLER DASH-L	P+K P
PROPELLER DASH-R	P+K K
SQUASH PUNCH	↕ P
STAMP DIVE	↑ K
PUSH AWAY	In Run P
AIRPLANE DROP	Close-up P+B
DODGING PUNCH	P+K+B P

## ●●● KNUCKLES ●●●



KNUCKLES GLIDER	P+K
ONE-TWO-UPPERCUT	PPP
UPPERCUT	↑ P
BODY DIVE	↑ P
PUSH AWAY	In Run P
KNUCKLES SPECIAL	Close-up P+B PP
FOOT TRAMPLE	Close-up ↕ ↕ K+B
DODGING PUNCH	P+K+B P

(Character facing right) ↕: Tap / ➡: Hold / +: Simultaneously  
P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

## ●●● AMY ●●●



MAGICAL HAMMER	⇨ P
SPIN HAMMER	⇨ P
HIP ATTACK	⇨⇨ K
HAMMER DIVE	↑ P
SLIDE	In Run P
VAULTING HORSE	Close-up P+B
HEY! WHAT IS THAT?	Close-up ⇨⇨⇨⇨ P+B
DODGING HAMMER	P+K+B P

## ●●● FANG ●●●



RAPID SHOOT	⇨ P P P P P
TAIL COMBINATION	K+B K K
TAIL SPRING KICK	⇨⇨ K
GREAT POPGUN	⇨⇨⇨ P
HORSE KICK	In Run K
TAIL DOWN ATTACK	Opponet Down ⇨ K
TAIL THROW	Close-up ⇨⇨ K+B
DODGING SHOOT	P+K+B P

## ●●● BEAN ●●●



POWER UPPERCUT	⇨ P
RAPID PECK	P P P P P
THROW BOMB	⇨⇨ P
SHOOT BOMB	➡ K
DASH PECK	In Run P
SUPER PECK	Close-up P+B
TERRIFIC PECK ATTACK	Close-up ⇨⇨⇨ P+B
DODGING ATTACK	P+K+B P

(Character facing right) ⇨: Tap / ➡: Hold / +: Simultaneously  
P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

## ●●● ESPIO ●●●



ESPIO SPIN ATTACK	↓ P
TONGUE ATTACK	⇨ P
ESPIO CHOP	⇨ P
LONG RANGE TONGUE	⇨⇨⇨⇨ P
DASH TONGUE	In Run P
BACK TOSS	Close-up P+B
TONGUE THROW	Close-up ⇨⇨ P+B
DODGING TONGUE ATTACK	P+K+B P

## ●●● BARK ●●●



STAMP & HOOK	⇨ P P
ONE-TWO-THROW	P P P
TRIPLE SQUASH PUNCH	⇨ P P P
KNOCK DOWN THROW	Close-up P+B
HOLDING PUNCH	Close-up ⇨⇨ P+B
GIANT SWING	Close-up ⇨⇨⇨⇨ P+B
GUARD WALK	⇨⇨ P+K+B *Barrier required
DODGING PUNCH	P+K+B P

(Character facing right) ⇨: Tap / ➡: Hold / +: Simultaneously  
P: Punch (A Button) / B: Barrier (B Button) / K: Kick (X or Y Button)

## ●●● HYPER MODE ●●●



When you have a Barrier remaining, activate the Hyper Mode by entering ⇨ P+K (on the ground) or ↑ P+K (while in mid-air) during the fight. Hyper Mode is in effect for a limited time while your character is surrounded with stars. Take advantage of this opportunity to use the special attacks only available during this mode.

NOTE: Hyper Mode must be enabled in **OPTIONS** – Game Settings.



## ●●● OPTIONS ●●●

Select **OPTIONS** from the Main Menu to access the Options Menu detailed below. Move the Control Stick Up/Down to move the selection, and Left/Right to change the highlighted setting. When you are finished, select **EXIT** and return to the Main Menu.



## GAME SETTINGS

◆ **ARCADE**

Adjust the following settings for the Arcade Mode.

**ENEMY RANK.** . . . . Difficulty level of the match.

**MATCH COUNT.** . . . Number of victories to win the match.

**ROUND TIME.** . . . . Number of seconds per round.

**ENERGY MAX.** . . . . Energy level – HARDEST being the least.

◆ **VS**

Adjust the following settings for the VS. Mode.

**MATCH COUNT.** . . . Number of victories to win the match.

**ROUND TIME.** . . . . Number of seconds per round.

**ENERGY MAX.** . . . . Energy level – HARDEST being the least.

◆ **BARRIER**

Set the number of Barriers available at the beginning of the match.

◆ **BARRIER RESET**

Option to reset the number of Barriers every round.

◆ **AUTOMATIC**

Option to allow automatic selection of special attacks. Turn the setting **ON**, then select **AUTOMATIC** at the Character Select screen to enable the option.

◆ **HYPER MODE**

Option to enable Hyper Mode (see P.13 for details).

◆ **DAMAGE**

Adjust the loss of Energy per attack.

◆ **INITIALIZE**

Reset the Game Settings to the default configuration.

## CONTROL

Use one of the pre-configured button settings, or move the Control Stick Up to edit your own setting. To edit the button settings, move the Control Stick Up/Down to select a button and Left/Right to choose the assigned action.



## SOUNDS

**SOUND MODE.** . . . . Sound output setting of the game system.

**SE VOLUME** . . . . . Adjust the volume of the sound effects.

**SE TEST.** . . . . . Select a sound effect and play.

**MUSIC VOLUME** . . . Adjust the volume of the BGM.

**MUSIC TEST** . . . . . Select a BGM and play.

**INITIALIZE** . . . . . Reset all sound settings.

**EXIT** . . . . . Return to Options Menu.

\* Sound Mode cannot be changed from the in-game Options.

## SCREEN

◆ **SCREEN MODE**

Adjust the screen size from three available display types.

**TYPE A** . . . . . Screen dimensions of the original Arcade version.

**TYPE B** . . . . . Screen size of TYPE A, proportionately enlarged and centered on the screen.

**TYPE C** . . . . . Resized to fit exactly on screen.

\* TYPE A and B will display some black borders at the edges.

◆ **ADJUST POSITION**

Use the Control Stick to adjust the position of your screen.

## SYSTEM

Select **SAVE SYSTEM FILE** to save your current settings and records, or **LOAD SYSTEM FILE** to load any previously saved file.

## RECORDS

Check both the character based records from the **LEAGUE** table and the top rankings of the Arcade Mode from the **CLEAR TIME** chart.

**L**ittle Planet is a beautiful and tiny world where special stones known as the Time Stones are found. The Time Stones are powerful gems that are capable of controlling the passage of time. The evil Dr. Eggman had his eye on these stones all along, ever since the planet appeared on the last month of the year. Upon locating the Little Planet, Dr. Eggman and his robot cronies immediately set about converting the world into a giant fortress. But just in time is Sonic, and he must stop Eggman from taking all the Time Stones that will allow him to manipulate time and conquer the world.



Travel through the past, present and future of each Zone and find Dr. Eggman's latest invention – Metal Sonic. Dr. Eggman will also make an appearance at the end of every Round.

### ●●● TITLE SCREEN ●●●

Press START/PAUSE once the Title screen of **Sonic CD** is displayed to bring up the menu, then move the Control Stick Left/Right to select the following options. For your very first game, you will only find two options – **NEW GAME** and **EXIT**.



#### ◆ NEW GAME

Start a new game from the beginning.

#### ◆ CONTINUE

Start playing from the beginning of a saved Round.

#### ◆ TIME ATTACK

Select a Round which you have previously cleared, and aim for the goal in the fastest time. \*Details on P.20.

#### ◆ SAVED GAMES

Manage your saved game(s) that are autosaved when you clear each Round and when you quit the game. \*Details on P.21.

#### ◆ EXIT

End your game and return to the Game Menu of Sonic Gems Collection™.

**NOTE:** This option is the only way to exit Sonic CD.

### ●●● GAME CONTROLS ●●●

The following are the controls for Sonic. Press START/PAUSE during gameplay to pause the game.

✦ Move the Control Stick Left/Right to **run**, and keep holding either direction to gain more speed. Quickly move the stick in the opposite direction



✦ Hold the Control Stick Down during motion to perform a spin (attack move), or use the A, B, or X Button to **Spin Attack** (jump and attack) the enemies.



✦ Hold the Control Stick Up or Down while standing still, then press the A, B, or X Button to spin and release the Control Stick to perform a **Spin Dash**.

✦ Move the Control Stick Up or Down twice while standing still to scroll the screen vertically.

### ●●● GAME SCREEN ●●●



① Current score

② Time elapsed

\*Ten minute time limit

③ Number of Rings

④ Remaining Lives

⑤ Time Symbol

\*P: PAST or F: FUTURE

### ●●● TIME WARP ●●●



Time Warp Signs (**PAST** and **FUTURE**) are scattered in each Zone. Pass by the signs to make them spin and prepare to launch into another time. If you have a Time Warp Display at the bottom of the screen, pick up the pace and keep running until Sonic is ready to warp away!

**NOTE:** The launch is cancelled if you suddenly stop while Sonic is preparing (running) for the Time Warp.

## ●●● ITEMS ●●●

## ◆ RINGS



As long as you have Rings, Sonic won't get hurt when attacked. When Sonic is attacked, you will lose all the Rings you have collected. If an enemy attacks while Sonic has no Rings, you will lose a Life.

## ◆ LAMPPOSTS



By crossing through a Lamppost, your present score and time will be recorded. If you fail to complete the Zone, you will restart from the last Lamppost you touched.

## ◆ SUPER ITEMS

Break the monitors with a Spin Attack to get your Super Items.



**Super Ring:** Earns you 10 Rings at once!



**Power Sneaker:** Gives Sonic a super burst of speed!



**1-Up:** Gives you an extra Life.



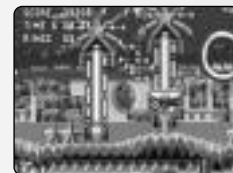
**Shield:** Prevents you from losing Rings or being hurt when attacked (but won't protect you from all obstacles).



**Invincible:** Keeps you safe from enemy attacks for a short time (but won't protect you from all obstacles).

## ●●● SPECIAL STAGE ●●●

You will earn the chance to play the Special Stage when you reach the Goal with 50 or more Rings (except for the Zone where you face Dr. Eggman). Don't forget to grab the giant Ring at the end of the Zone, or else you will miss your chance to pick up the precious Time Stone in the Special Stage.



**NOTE:** The Special Stage is unavailable once you have collected all seven of the Time Stones.

## ◆ HOW TO PLAY

The Special Stage is a three-dimensional course scattered with UFOs. The objective is to destroy all of the UFOs before your time runs out. You will receive a power-up Item such as Sneaker, Rings, and time bonus per UFO you destroy. Take advantage of the special features of the course such as Fan Block, Spring Blocks, and Dash Zones to help catch the UFOs in time. Stay out of the water, which will deduct 10 seconds off your time. The Time Stone is yours if you track down all the UFOs on the course!

**NOTE:** Controls of the main game are used to control Sonic during the Special Stage.

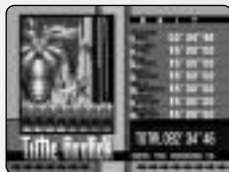
## ◆ SCREEN DISPLAY



- ① Remaining UFOs  
\*Cleared when this is zero
- ② Remaining Time
- ③ Number of Rings

## ●●● TIME ATTACK ●●●

Select **TIME ATTACK** from the Title screen to access the Round selection menu. Note that you can only select Rounds you have already cleared in the main game. Take a spin on the available Zones to break your previous records.



### ◆ GETTING STARTED

Enter the Time Attack from the Title screen and follow each step to start your race.

- 1) Move the Control Stick Up/Down to select an available Round.
- 2) Move the Control Stick Left/Right and select **NEXT**.  
\*Select **EXIT** to return to the previous screen.
- 3) Move the Control Stick Up/Down and select a Zone.
- 4) Move the Control Stick Left/Right and select **GO**.  
The Zone will load and the Time Attack will begin.

### ◆ NAME ENTRY

If your performance qualifies within the top three fastest times, your time will be entered in the list (flashing) once you return to the Zone Menu. Follow each step to enter your initials for the time you just recorded.

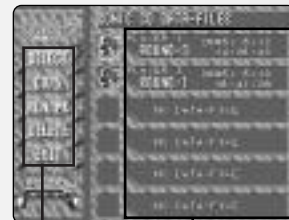
- 1) Press any Button to start entering your initials.
- 2) Move the Control Stick Up/Down to cycle through the characters.
- 3) Move the Control Stick Right to enter the next character.  
\*Control Stick Left to return to the previous character.



## ●●● SAVED GAMES ●●●

Select **SAVED GAMES** from the Title screen to access the list of game data for Sonic CD. A total of six different games can be stored. The game will automatically create or update a data whenever you clear a Round.

Move the Control Stick Up/Down to select one of the following commands on left side of the screen then select one of the saved games available from the list.



COMMANDS

GAME DATA

### ◆ SELECT

Select the game you would like to continue playing. Please note that the selected data will be automatically overwritten when you advance a Round.

### ◆ COPY

Select a game and create a copy of the data.

### ◆ RENAME

Select and change the name of the game data. Move the Control Stick Up/Down to cycle through the characters, then move the Control Stick right to enter the next character.

### ◆ DELETE

Select a game and delete the data.

### ◆ EXIT

Return to the Title screen of Sonic CD.



## ●●● MODE SELECTION ●●●

Press START/PAUSE at the Title screen of **Sonic R** to enter the Select Mode screen. Move the Control Stick Left/Right to select the following options.

### ◆ GRAND PRIX

Enter a single player race mode.

### ◆ TIME ATTACK

Race for the best time in various game styles.

### ◆ MULTI-PLAYER

Multi-player race mode for two to four players.

### ◆ OPTIONS

Change various game settings. \*Details on P.25.

Select **EXIT GAME** from the **OPTIONS** to exit the game and return to the **GAME MENU** of Sonic Gems Collection.



## ●●● LOAD/SAVE DATA ●●●

To load previously saved games, first, select **LOAD/SAVE DATA** in the Options Menu. Move the Control Stick Up/Down to select the data, Left/Right to select **LOAD** and press the A Button to load the saved information.



Save your game from the **OPTIONS (LOAD/SAVE DATA)** before you exit this game, otherwise, the details of your progress will be lost.

## ●●● RACE CONTROLS ●●●

The actions detailed below are common to all characters. See P.27 to 29 for details on each character's Special Moves.

↑ or B / X Button	ACCELERATE
← →	CORNERING
L Button	TURN LEFT (sharp turns)
R Button	TURN RIGHT (sharp turns)
L + R Button	BRAKE
Y Button	CHANGE VIEWS
START/PAUSE	PAUSE

## ●●● GAME SCREEN ●●●

Here is the screen of the Grand Prix Mode. The appearance during other game modes will vary with more or less display items.



- 1 Number of Rings
- 2 Current Rankings
- 3 Number of Sonic Tokens
- 4 Total Time
- 5 Lap Times
- 6 Course Map

### ◆ MULTI-PLAYER SPLIT SCREENS



The game screen for Multi-player Mode is split into two or four game screens depending on the number of participants. The screen is divided in four for a game played by three or four players (see below).

TOP: 1P / BOTTOM: 2P





## ●●● GRAND PRIX ●●●

Enter the Grand Prix from the Select Mode screen, then select a character and a course of your choice. Aim to finish within the top three for the three-lap race. Speed is important, but there are also items such as Rings and Sonic Tokens that will reward you well.



## ●●● TIME ATTACK ●●●

Select one of the following Time Attack Modes from the Select Mode screen.

◆ **NORMAL**

Three laps of time trial – perfect training for the Grand Prix Mode!

◆ **REVERSE**

Now try three laps on the same course from the opposite direction.

◆ **GET 5 BALLOONS**

Hunt for all five balloons that are scattered around the course.

◆ **TAG 4 CHARACTERS**

Try and tag four characters in the fastest time.

**GHOST CHARACTERS**

Create a ghost of your first race in the Normal or Reverse Modes, and keep competing with your fastest ghost by selecting **Retry** at the end of the race. Note that the **GHOST** setting in the Options must be turned **On** to run against your ghost.

\*The ghost is deleted once you return to the Select Mode screen.

## ●●● MULTI-PLAYER ●●●

Select one of the following Multi-player Modes from the Select Mode screen.

◆ **RACE**

Compete in a three-lap race.

◆ **GET 5 BALLOONS**

First one to get five balloons is the winner!



## ●●● OPTIONS ●●●

Enter the Options Menu from the Select Mode screen and change the following game settings. Select **BACK** to return to the Select Mode screen.

◆ **TIMES**

Check your records based on each character and course. Move the Control Stick Left/Right to select a character, and Up/Down to select a course.

◆ **LOAD/SAVE DATA**

Save your progress, load a previously saved data, or create a new game data. Move the Control Stick Left/Right to select one of the three options, and Up/Down to choose your data.

◆ **SOUND**

Adjust various sound settings or testplay the music or sound effects. To test the sounds, select either **SFX TEST** or **MUSIC TEST** and change the track number moving the Control Stick Left/Right, then press the A Button to play.

◆ **GAME**

Adjust the following game settings.

**DIFFICULTY** . . . . . Change the difficulty level of the game.

**GHOST** . . . . . Allow the ghost of your fastest time to appear during the Time Attack.

**WEATHER** . . . . . Change the weather of the race.

**CATCH UP** . . . . . Handicap option that allows the leader(s) to become a little generous.

**GUIDE** . . . . . Trail mark option of the main path.

**MAP** . . . . . Course map option: **On** or **Off**.

**2P SPLIT** . . . . . Multi-player Mode (two-player) display option: **Horizontal** or **Vertical**.

**BACK** . . . . . Return to the Options Menu.

◆ **EXIT GAME**

Exit the game and return to the Game Menu of Sonic Gems Collection.

## ●●● ITEMS &amp; SPECIAL FEATURES ●●●



**Rings:** Collect as many as you can to use the Accelerators or open the Ring Gate.



**Item Panels:** Touch the panel to gain Rings or the following abilities for a limited time.



**Fleet Feet:** Makes you run super-sonic fast!



**Lightning:** Reel in and collect all nearby Rings.



**Water:** Ability to run across water. The ability is lost once you step out of the water.



**Sonic Tokens:** Collect all five tokens on the course and place within the top three positions for something rather unexpected.



**Chaos Emeralds:** A total of seven emeralds can be found and collected while playing the Grand Prix Mode. To keep the emeralds you have picked up on the course, you must finish the race in first place!

**NOTE:** Sonic Tokens or Chaos Emeralds are not found in the Radiant Emerald (the fifth course).

## ◆ ACCELERATORS

Run through the Accelerator and zoom forward in hyper-speed! More Rings means more mileage in hyper-speed.



## ◆ RING GATES

You must have more Rings in possession than the number indicated to open this gate. Sometimes it's a shortcut, sometimes for a treasure.



## ●●● CHARACTERS ●●●

## SONIC

## ● DOUBLE JUMP

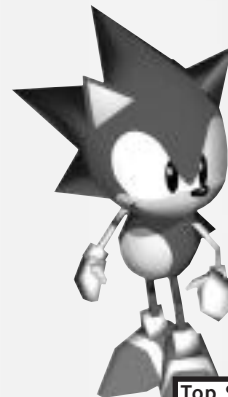
Press the A Button twice (once while in mid-air).

## ● SPIN ATTACK

Control Stick Down while running.

## ● SPIN DASH

Control Stick Down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	A
Acceleration	C
Turns	C
Grip	B
Jump	B

## TAILS

## ● FLYING

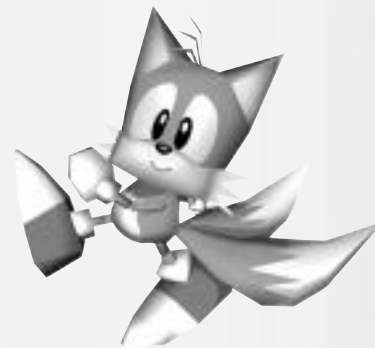
Press the A Button to jump, then once more and hold while in mid-air. Use the Control Stick to direct Tails during the flight.

## ● SPIN ATTACK

Control Stick Down while running.

## ● SPIN DASH

Control Stick Down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	C
Acceleration	B
Turns	C
Grip	A
Jump	B

## KNUCKLES

### ● GLIDING

Press the A Button to jump, then once more and hold while in mid-air. Use the Control Stick to direct Knuckles during the glide.

### ● SPIN ATTACK

Control Stick Down while running.

### ● SPIN DASH

Control Stick Down while standing still, then press the B or X Button to spin and release the Control Stick.



Top Speed	B
Acceleration	C
Turns	B
Grip	B
Jump	B

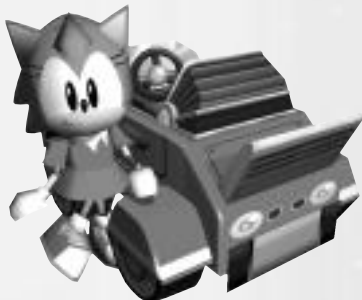
## AMY

### ● WATER HOVERING

Simply take Amy to the water and her vehicle will automatically transform into a hovercraft.

### ● TURBO BOOST

Press the A Button whenever the turbo icon (tire symbol) appears on top portion of your screen.



Top Speed	D
Acceleration	A
Turns	D
Grip	C
Jump	D

## DR. EGGMAN

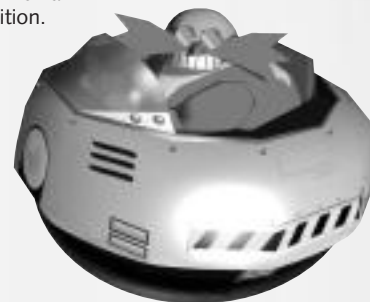
\*He is available once you finish a race in the required condition.

### ● HOVERING

Freely direct Dr. Eggman's machine on the main path or on water.

### ● HOMING MISSILE

The target will appear when you have collected more than 10 Rings. Press the A Button to fire the missile.



Top Speed	C
Acceleration	B
Turns	A
Grip	D
Jump	D

## ●●● PAUSE MENU ●●●

Press START/PAUSE to **RETRY** or **RETIRE** the current race. To resume the current race, select **CONTINUE** and press START/PAUSE.



## ●●● PLAY TIPS ●●●

- Unless you are aiming for the best time, prepare to take alternative routes to find the tokens and emeralds.
- Explore the course thoroughly and try planning how to approach the different paths to collect your treasures.
- Take advantage of your character's strengths and their Special Moves. Also, use the L and R Buttons for those tight turns!

## ●●● CONTROLS ●●●

	MOVE
	SCROLL SCREEN
Move +	ROLL FORWARD
A / B / X / Y Button	SPIN JUMP (Attack)

## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

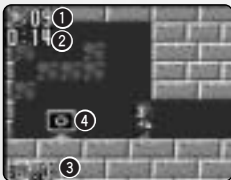
Avoid traps and crazed robots as you dash through seven dangerous Zones. There are three Acts per Zone, and you'll face Dr. Eggman's Master Robots at the end of each Zone. Collect all six of the Chaos Emeralds to save the animals of the island and Tails!

### ◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or press the Z Button and load your saved games from the Pause Menu (see P.7).

### ◆ GAME SCREEN



#### 1 Number of Rings

\*100 Rings = Extra life

#### 2 Remaining Time

\*Ten minute time limit

#### 3 Remaining Lives

#### 4 Monitor

\*Break them open to earn a bonus/item



Touch the Bonus Panel at the Goal area and wait for it to show what you have earned.

- **RING:** Earn 10 Rings
- **SONIC:** Extra life
- **TAILS:** Additional credit to continue
- **DR. EGGMAN:** Bad luck! Receive nothing

## ●●● CONTROLS ●●●

The following are the controls based on default setting (TYPE 1).

	MOVE
A / B / X / Y Button	JUMP
A / X Button	RIGHT FLIPPER
B / Y Button	LEFT FLIPPER

## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

Work your way up the Veg-O-Fortress to save all the animals that Dr. Eggman captured. Sonic must find his way through the diabolical pinball security of the fortress to free his friends and stop Dr. Eggman's sinister scheme. The Veg-O-Fortress contains four levels that are divided into three Acts. Defeat all the bosses at the end of each Level to advance to the next Level.

### ◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or press the Z Button and load previously saved games from the Pause Menu (see P.7). To change the game settings, move the Control Stick to select **OPTIONS** and press the A Button to enter the Options Screen.

### ◆ OPTIONS



Adjust flipper controls, difficulty level, number of Continues, or listen to music/sound effects. For **MUSIC** and **SOUND FX**, move the Control Stick Left/Right to select the track number and press the A Button to play.

### ◆ PLAYER STATS



Press START/PAUSE to pause the game and check your points, remaining lives, continues, and number of Chaos Emeralds (of the current Level) from the scrolling information displayed at the top of the screen.

## ●●● CONTROLS ●●●

← →	MOVE
↑ ↓	SCROLL SCREEN
Move + ↓	ROLL FORWARD
A / B / X / Y Button	SPIN JUMP (Attack)
↓ + A / B / X / Y Button	SPIN DASH (Attack)
↑ + A / B / X / Y Button	STRIKE DASH (For Sonic)
↑ + A / B / X / Y Button	FLYING (For Tails)

\*Spin Dash, Strike Dash, and Flying are from a stand still position.

## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

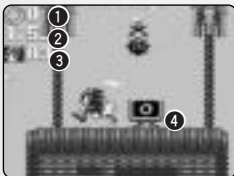
Select Sonic or Tails for a mission to collect five of the Chaos Emeralds before Dr. Eggman can reclaim them for himself. There are three Acts per Zone, and you'll face the boss robots at the end of each Zone. Collect 50 Rings during the Acts and break the monitor with a Chaos Emerald to warp into the Special Stage where you could win one of the precious stones.

### ◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game or move the Control Stick Up/Down to select and enter the **TIME ATTACK** or **SOUND TEST**. To play previously saved games, press the Z Button and load the data via the Pause Menu (see P.7).

### ◆ GAME SCREEN



- Number of Rings**  
\*100 Rings = Extra life
- Remaining Time**  
\*Ten minute time limit
- Remaining Lives**
- Monitor**  
\*Break them to earn bonus/items



Bonus Panels can be found at the end of every Act. Simply touch the panel and wait for it to show what you earned. Touch the panel again if the panel is blank.  
\*Nothing gained when Flicky (bird) appears.

## ●●● CONTROLS ●●●

← →	STEER
↑	SPECIAL POWER
A / X Button	ACCELERATE
B / Y Button	BRAKE
← → + A Button + B Button	DRIFT TURNS

\*Special power is available for use when you collect two or more Rings (three Rings for Metal Sonic).

## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

Start your engines! Sonic and company seeks even greater speed in the second Chaos Grand Prix. Hone your drift techniques and take advantage of the special powers to become the champion of all the circuits.

### ◆ GETTING STARTED

Press START/PAUSE at the Title screen to enter the Mode Menu screen or press the Z Button and load previously saved games from the Pause Menu (see P.7).

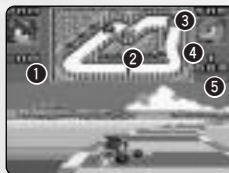


Move the Control Stick Up/Down to select a mode from the Mode Menu. To play the **Versus Mode**, the second player (connected to Controller Socket 2) must press START/PAUSE to change the screen mode for a two-player game.



Two screens will be displayed – right screen for Player 1 and left screen for Player 2. Note that you cannot save the game via the Pause Menu during a two-player split-screen mode.

### ◆ GAME SCREEN



- Number of Rings**
- Course Map**
- Opposing Driver (Top or runner-up)**
- Your Current Position**
- Speed Meter (in %)**



## ●●● CONTROLS ●●●

<b>Control Stick / + Control Pad</b>	<b>MOVE</b>
<b>A / B / X / Y Button</b>	<b>THROW RING</b> (Attack)
<b>Tapping A / B / X / Y Button</b>	<b>RECOVER FLIGHT</b> (After a hit)
<b>Holding A / B / X / Y Button</b>	<b>SPIN RING</b> (Pass the item/object)

☆ To pick up or use most bonus items and trick objects, you must touch the item/object while holding onto the Ring. For other types of items/objects, simply hit the item/object with your Ring.

☆ Press A, B, X, or Y Button to get off of the trolley you are riding or drop the weight you have picked up before you hit the ground and lose a Life.



## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

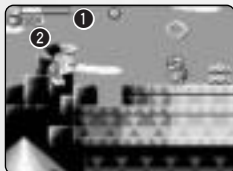
Tails is determined to save a remote island that is ruled by a strange witch. Avoid obstacles and enemies using Tails' magical Ring and flying ability to get through the Area. You'll face the boss at the end of the Area whom you must defeat to clear and advance to the next Area (\*No boss in the first Training Area).

### ◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game. To play your previously saved games, press the Z Button and load the data via the Pause Menu (see P.7).

### ◆ GAME SCREEN



#### ① Power Gauge

- \*Lose a Life when the gauge reaches zero
- \*Power is depleted gradually over time

#### ② Remaining Lives



Make sure you grab the power-up candies available to you in three sizes to replenish the Power Gauge.

## ●●● CONTROLS ●●●

<b>Control Stick</b>	<b>MOVE</b>
<b>Control Pad</b>	<b>SCROLL SCREEN</b>
<b>A / X Button</b>	<b>JUMP / TURN</b> (Sea Fox)
<b>Holding A / X Button</b>	<b>FLY</b>
<b>X / Y Button</b>	<b>USE ITEM</b> (Attack)

## ●●● PLAYING THE GAME ●●●

### ◆ OBJECTIVE

Tails must defend his island from the Great Badoru Kukku who's invading the peaceful island to collect his treasures. Fight against Kukku's bird troops at various locations (land, air and sea) and find useful items on the way to stop Kukku from taking over the island.

### ◆ GETTING STARTED



Press START/PAUSE at the Title screen to start the game. To play previously saved games, press the Z Button and load the data via the Pause Menu (see P.7), or enter the 16-character password of your previous games at Tails' House.

### ◆ MAP SCREEN & TAILS' HOUSE

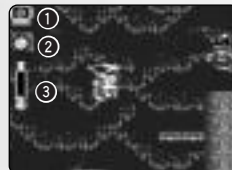


Move the Control Stick to select and enter one of the areas on the map to start the adventure. When you completed an adventure, return to **Tails' House** to prepare for the next area.



From Tails' House, you can choose up to four Special Items to equip for your adventure. Select items for land from **EQUIP**, and items for sea from **DOCK**.

### ◆ GAME SCREEN



#### ① Remaining Rings

- \*GAME OVER when the Ring reaches Zero

#### ② Selected Item

#### ③ Flight Gauge

- \*Descends when the gauge is depleted

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Rev-D (L)



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